L Number	Hits	Search Text	DB	Time stamp
1	7872	463/\$.ccls.	USPAT;	2004/04/06 15:00
			US-PGPUB;	
			EPO; JPO	
2	2861	simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)	USPAT;	2004/04/06 17:26
			US-PGPUB;	İ
			EPO; JPO	
3	29	463/\$.ccls. and (simulat\$3 near3 (break\$3 or separat\$3 or	USPAT;	2004/04/06 15:02
		disintegrat\$3))	US-PGPUB;	
		, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	EPO; JPO	
4	2674783	(aggregat\$3 or integrat\$3 or unit )	USPAT;	2004/04/06 15:23
			US-PGPUB;	
_	4=00		EPO; JPO	
5	1796	(simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and	USPAT;	2004/04/06 15:18
		((aggregat\$3 or integrat\$3 or unit ) )	US-PGPUB;	
_			EPO; JPO	
6	18	463/\$.ccls. and ((simulat\$3 near3 (break\$3 or separat\$3 or	USPAT;	2004/04/06 15:21
		disintegrat\$3)) and ((aggregat\$3 or integrat\$3 or unit ) ))	US-PGPUB;	
_			EPO; JPO	
7	11505	video adj game\$1	USPAT;	2004/04/06 15:21
l			US-PGPUB;	
ا ا			EPO; JPO	
8	1056	(video adj game\$1) and impact	USPAT;	2004/04/06 15:22
l			US-PGPUB;	
l			EPO; JPO	
9	6	((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and	USPAT;	2004/04/06 15:22
		((aggregat\$3 or integrat\$3 or unit ) )) and ((video adj game\$1)	US-PGPUB;	
		and impact)	EPO; JPO	
10	361364	(aggregat\$3 or integration )	USPAT;	2004/04/06 15:24
			US-PGPUB;	
			EPO; JPO	
11	499	(simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and	USPAT;	2004/04/06 15:24
		((aggregat\$3 or integration ) )	US-PGPUB;	
		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	EPO; JPO	
12	3	((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and	USPAT;	2004/04/06 15:56
1		((aggregat\$3 or integration ) )) and ((video adj game\$1) and	US-PGPUB;	
į		impact)	EPO; JPO	
13	2192	463/\$.ccls. and (video adj game\$1)	USPAT:	2004/04/06 15:56
			US-PGPUB;	
			EPO; JPO	
14	216	(463/\$.ccls. and (video adj game\$1)) and pool	USPAT:	2004/04/06 15:56
			US-PGPUB;	
		•	EPO; JPO	
15	4	((463/\$.ccls. and (video adj game\$1)) and pool) and	USPAT;	2004/04/06 17:25
		((simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3)) and	US-PGPUB;	
		((aggregat\$3 or integrat\$3 or unit ) ))	EPO; JPO	
16	1406	pool same game	USPAT;	2004/04/06 17:25
			US-PGPUB;	
			EPO; JPO	
17	50	pool same game same software	USPAT;	2004/04/06 17:25
		·         •	US-PGPUB;	
		1		
			EPO; JPO	
18	0	(pool same game same software) and (simulat\$3 near3	EPO; JPO USPAT;	2004/04/06 17:26
18	0	(pool same game same software) and (simulat\$3 near3 (break\$3 or separat\$3 or disintegrat\$3))		2004/04/06 17:26
18	0		USPAT; US-PGPUB;	2004/04/06 17:26
18 19	0 6120	(break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO	
		(break\$3 or separat\$3 or disintegrat\$3)) (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or	USPAT; US-PGPUB; EPO; JPO USPAT;	2004/04/06 17:26
		(break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB;	
		(break\$3 or separat\$3 or disintegrat\$3)) (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27
19	6120	(break\$3 or separat\$3 or disintegrat\$3)) (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3) (pool same game same software) and ((simulat\$3 or	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT;	
19	6120	(break\$3 or separat\$3 or disintegrat\$3)) (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB;	2004/04/06 17:27
19	6120 0	(break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)  (pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27 2004/04/06 17:26
19	6120	(break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)  (pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT;	2004/04/06 17:27
19	6120 0	(break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)  (pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3))	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB;	2004/04/06 17:27 2004/04/06 17:26
19 20 21	6120 0	(break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)  (pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or separat\$3 or disintegrat\$3)	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO	2004/04/06 17:27 2004/04/06 17:26 2004/04/06 17:30
19	6120 0 6588	(break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3)  (pool same game same software) and ((simulat\$3 or animat\$3) near8 (break\$3 or separat\$3 or disintegrat\$3))  (simulat\$3 or animat\$3) near8 (break\$3 or split\$4 or	USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB; EPO; JPO USPAT; US-PGPUB;	2004/04/06 17:27 2004/04/06 17:26

23	23481	(simulat\$3 or animat\$3) same (break\$3 or split\$4 or	USPAT;	2004/04/06 17:27
	İ	separat\$3 or disintegrat\$3)	US-PGPUB;	
	İ		EPO; JPO	
24	5	((simulat\$3 or animat\$3) same (break\$3 or split\$4 or	USPAT;	2004/04/06 17:27
		separat\$3 or disintegrat\$3)) and (pool same game same	US-PGPUB;	
		software)	EPO; JPO	
25	1083	(simulat\$3 or animat\$3) near (break\$3 or split\$4 or separat\$3	USPAT;	2004/04/06 17:30
		or disintegrat\$3)	US-PGPUB;	
	İ		EPO; JPO	
26	501	(simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3 or	USPAT;	2004/04/06 17:30
		disintegrat\$3)	US-PGPUB;	
			EPO; JPO	
27	300	((simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3	USPAT;	2004/04/06 17:37
		or disintegrat\$3)) and data	US-PGPUB;	
			EPO; JPO	
28	36	((simulat\$3 or animat\$3) adj (break\$3 or split\$4 or separat\$3	USPAT;	2004/04/06 17:37
		or disintegrat\$3)) and (image adj data)	US-PGPUB;	
ĺ	İ		EPO; JPO	